

**TObject**

fUniqueID  
 fBits  
 fgDtorOnly  
 fgObjectStat  
 kCanDelete  
 kMustCleanup  
 kObjInCanvas  
 kIsReferenced  
 kHasUUID  
 kCannotPick  
 kNoContextMenu  
 kInvalidObject  
 kIsOnHeap  
 kNotDeleted  
 kZombie  
 kBitMask  
 kSingleKey  
 kOverwrite  
 kWriteDelete  
 fgIsA

@~TObject  
 MakeZombie  
 DoError  
 TObject  
 TObject  
 operator=  
 AppendPad  
 Browse  
 ClassName  
 Clear  
 Clone  
 Compare  
 Copy  
 Delete  
 DistancetoPrimitive  
 Draw  
 DrawClass  
 DrawClone  
 Dump  
 Execute  
 Execute  
 ExecuteEvent  
 FindObject  
 FindObject  
 GetDrawOption  
 GetUniqueID  
 GetName  
 GetIconName  
 GetOption  
 GetObjectInfo  
 GetTitle  
 HandleTimer  
 Hash  
 InheritsFrom  
 InheritsFrom  
 Inspect  
 IsFolder  
 IsEqual  
 IsSortable  
 IsOnHeap  
 IsZombie  
 Notify  
 Is  
 Paint  
 Pop  
 Print  
 Read  
 RecursiveRemove  
 SavePrimitive  
 SetDrawOption  
 SetUniqueID  
 UseCurrentStyle  
 Write  
 Write  
 operator new  
 operator new@[@]  
 operator new  
 operator new@[@]  
 operator delete  
 operator delete@[@]  
 operator delete@[@]  
 SetBit  
 SetBit  
 ResetBit  
 TestBit  
 TestBits  
 InvertBit  
 Info  
 Warning  
 Error  
 SysError  
 Fatal  
 AbstractMethod  
 MayNotUse  
 GetDtorOnly  
 SetDtorOnly  
 GetObjectStat  
 SetObjectStat  
 Class  
 Class\_Name  
 IsA  
 ShowMembers

**TPolyLine**

fN  
 fLastPoint  
 fX  
 fY  
 fOption  
 fgIsA

@~TPolyLine  
 TPolyLine  
 TPolyLine  
 TPolyLine  
 TPolyLine  
 TPolyLine  
 Copy  
 DistancetoPrimitive  
 Draw  
 DrawPolyLine  
 ExecuteEvent  
 GetLastPoint  
 GetN  
 GetX  
 GetY  
 GetOption  
 Is  
 Merge  
 Paint  
 PaintPolyLine  
 PaintPolyLineNDC  
 Print  
 SavePrimitive  
 SetNextPoint  
 SetOption  
 SetPoint  
 SetPolyLine  
 SetPolyLine  
 SetPolyLine  
 Size  
 Class  
 Class\_Name  
 IsA  
 ShowMembers  
 Streamer

**EPolygon**

fgIsA

@~EPolygon  
 EPolygon  
 EPolygon  
 ExecuteEvent  
 DistancetoPrimitive  
 Class  
 Class\_Name  
 IsA  
 ShowMembers  
 Streamer  
 StreamerNVirtual

**TAttLine**

fLineColor  
 fLineStyle  
 fLineWidth  
 fgIsA

@~TAttLine  
 TAttLine  
 TAttLine  
 Copy  
 DistancetoLine  
 GetLineColor  
 GetLineStyle  
 GetLineWidth  
 Modify  
 ResetAttLine  
 SaveLineAttributes